

Starships of the Galaxy

Wayfarer-class Medium Transport

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STAR WARS

ROLEPLAYING GAME

The *Wayfarer*-class medium transport is constructed with a detachable portside section originally intended for modular reconfiguration. Kuat Systems Engineering (a now-folded subsidiary of Kuat Drive Yards) designed the *Wayfarer* so that it could load a passenger section, a hangar bay, or cargo module. Production costs forced KSE to scale back their plans and create only the hangar bay module, which, for most owners (who generally didn't store fighter craft, anyway), serves as cargo space. A few prototypes and custom builds of other modules exist, but are hard to find, limited primarily to bulk commerce corporate shipping operations centered on well-developed metropolitan planets like Coruscant.

The ship's detachable portside half (areas 1–6) fits into an armature extending from the other half (area 7 is connected to areas 8–16 by this armature). The versatility offered by the detachable section was initially exciting, until it was revealed that the design could not accept standard cargo containers. This, combined with a high price tag, ensured the demise of the ship's production and ultimately the entire company. Despite the flaws that kept the *Wayfarer* from becoming a huge commercial success, the ship's versatility makes it a well-rounded vessel

for any buyer. Though it is outdated by the rise of the New Republic, many *Wayfarers* can still be found in widespread service. ●

Kuat Systems Engineering

Wayfarer-class Medium Transport

CLASS: Space Transport

SIZE: Medium-sized (82 meters)

HYPERDRIVE: ×2, ×14 backup

PASSENGERS: 6

CARGO CAPACITY: 220 metric tons

CONSUMABLES: 3 months

COST: 202,500 (new),

130,000 (used)

CREW: 10 (Normal +2)

INITIATIVE: +2 (+2 crew)

MANEUVER: +2 (+2 crew)

DEFENSE: 20 (+10 armor)

SHIELD POINTS: 60 (DR 15)

HULL POINTS: 160 (DR 15)

MAXIMUM SPEED IN SPACE: Attack (6 squares/action)

ATMOSPHERIC SPEED: 830 (14 squares/action)

WEAPON: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10×2; **Range Modifiers:** PB +4, S +2, M/L n/a.

WEAPON: Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10×2; **Range Modifiers:** PB +4, S +2, M/L n/a.

But Who's Gonna Fly It, Kid?

Star Wars RPG heroes on a covert mission (or simply on the run from planetary authorities) might need to stow away aboard a cargo vessel to get to their destination. The modular cargo pod system of the *Wayfarer*-class medium transport makes it an ideal candidate for such activities. The heroes could easily hide inside storage crates already loaded within a detached cargo section awaiting pickup.

Compartment Key

- 1. FORWARD CARGO HOLD.** The forward cargo hold serves as a staging area for loading and unloading. It holds 25 tons of the ship's cargo capacity when full, but any more than about 10 tons means that fighter craft in the hangar bay cannot pass.
- 2. HANGAR BAY.** Though most owners use this compartment as a cargo hold, it is outfitted as a miniature hangar bay capable of carrying two Tiny ships comfortably. When not used as hangar space, it holds 160 tons of cargo. Each Tiny ship kept here reduces that total by 40 tons.
- 3. SPEEDER POOL.** This is another case of a compartment generally used for something other than the intended design. The speeder pool can comfortably store two Large vehicles (or five speeder bikes) and one other Large vehicle if the ceiling clamps are employed. Otherwise, this area accounts for 15 tons of storage space.
- 4. SECRET CARGO HOLD.** This 5-ton storage hold wasn't originally designed as a secret compartment, but the hatches are so easily disguised as blank bulkhead that it seems like the designers had that purpose in mind all along.
- 5. AFT CARGO HOLD.** The aft cargo hold can stow up to 25 tons, but that leaves precious little room for anyone to move through the compartment without crawling (Escape Artist check, DC 10).
- 6. PORTSIDE CORRIDOR.** The portside corridor is meant to provide easy access to the hangar bay when the aft cargo hold is completely full. It is jokingly referred to as "Lover's Lane," because it is so isolated.
- 7. GUNNERY STATION.** When the hangar bay is detached, a crewman inside the gunnery station can also detach the station, allowing it to be maneuvered by small directional jets into position on the main hull on the module docking clamps. It also serves as a three-person escape pod (one seated, two in crash webbing), and has enough power to keep passengers alive for up to 12 hours—or about enough power to fire the attached quad laser once.
- 8. BRIDGE.** The six-station bridge can be crewed by one person for short periods. It also controls the main gun, a laser cannon fixed in position atop the hull.
- 9. CREW CABINS.** Each crew cabin has sleeping space for two crewmembers, with separate lockers for up to three crewmembers.
- 10. FIRST MATE'S CABIN.** Can serve as a temporary passenger cabin.
- 11. OFFICES.** Includes a desk and two chairs.
- 12. CAPTAIN'S CABIN.** Can serve as a temporary passenger cabin.
- 13. CREW LOUNGE.** The spacious crew lounge includes the galley and a conference table, along with a nominal entertainment center.
- 14. REFRESHER.** Cabinets here hold first aid supplies.
- 15. AIRLOCK.** The starboard airlock includes a small storage compartment containing three environmental suits.
- 16. DRIVE CHAMBER.** The drive chamber includes a small closet for storing two environmental suits and a tool chest.

Wayfarer-class Medium Transport



	Bunk
	Cargo Crates
	Chairs
	Computer
	Dejarik Table
	Fuel Cells
	Hatch - Airlock
	Hatch - Floor
	Hatch - Secret
	Hatch - Standard
	Hyperdrive
	Life Support
	Power Core
	Power Loader
	Refresher
	Shield Generator
	Sublight Engine
	Table - Desk

1 square = 2 meters